METHOD AND SYSTEM FOR MULTI-THREADED OBJECT LOAD AND UNLOADING

ABSTRACT

5   A method for controlling a table containing a list of active objects. The table is accessed by one or more threads in a multi-threaded computing environment. The method comprising the steps of mutex locking the table with a first thread when activating an object provided that the table is not locked by a second thread, and creating an entry for the object in the table when the entry does not exist in the table, wherein the entry includes a reference

10   count. The method further comprises the steps of incrementing the reference count of the object if the table is locked by the second thread, and unlocking the table from the mutex lock after incrementing the reference count whether or not the object is completely activated. A system configured to perform steps similar to the above described steps is also provided.

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